



Richard Garriott ✓
@RichardGarriott

Porting a maze generator on Apple][inspired by Escape! Was what got me started making Akalabeth/Ultima

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Peter Fletcher @Recta_Pete · 30 nov. 2020

Working a bit more on porting my earlier #Atari 8bit maze generator to #AtariST GFA Basic to finish out the holiday weekend. The draw speed on the ST sure is an improvement & I find it a tad mesmerizing to watch draw. Still no guarantee that the maze is solvable. Will work on that

```
Save Save, A Quit New BkSta Replac Pg ⏏ Insert Direct Rvn 02:05:44
Load Merge List Block BkEnd Find Pg ⏏ Insert Flip Tst 83
IF right=0 THEN
  DRAW TO x+3,y
  x=x+3
ENDIF
IF right=0 THEN
  turn=turn+1
  x1(turn)=x
  y1(turn)=y
ENDIF
GOTO direct1
go_down:
dwn=POINT(x,y+3)
IF y+3>197 THEN
  GOTO direct1
ENDIF
IF dwn=0 THEN
  DRAW TO x,y+3
  y=y+3
ENDIF
IF dwn=0 THEN
  turn=turn+1
  x1(turn)=x
  y1(turn)=y
```

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Peter Fletcher
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Cyclist, Atari fan, Apple user, and snazzy dancer.

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